



Bard 1
CLASS & LEVEL

High Elf
RACE/ANCESTRY/HERITAGE

Entertainer
BACKGROUND

STR
+1
12

+2 PROFICIENCY
BONUS

ARMOR
CLASS
(AC) INITIATIVE
14 +3 30 ft.

SPEED

Armor Worn: leather armor

HIT POINTS HIT DICE
9 1d8

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Rapier. Melee Weapon Attack: +5 to hit,
reach 5 ft. Hit: 1d8+3 piercing damage.

Dagger (offhand, two-weapon fighting as
bonus action). Melee or Ranged Weapon
Attack: +5 to hit, reach 5 ft. 1d4 piercing
damage. (If thrown, normal range to 20 ft.;
disadvantage long range 21 to 60 ft.)

MAGIC, FEATS & SPECIAL ATTACKS

Fire Bolt Cantrip. Ranged Spell Attack: +2 to
hit, targets one creature or object within 120
ft. range. Hit: 1d10 fire damage and
unattended flammable objects catch on fire.

Vicious Mockery Cantrip. Ranged Spell Attack:
Target within 60 feet that can hear you must
make a DC 12 Wisdom saving throw or take
1d4 psychic damage and have disadvantage
on next attack made before the end of its next
turn. (No damage if made save.)

DEX
+3
16

SAVING THROWS

+1 Strength Saves
+5 Dexterity Saves *
+1 Constitution Saves
+0 Intelligence Saves
-1 Wisdom Saves
+4 Charisma Saves *
* Prof. bonus added

CON
+1
13

INT
+0
11

WIS
-1
8

CHA
+2
15

Entertainer Background [PHB p. 130]

- **Feature:** By Popular Demand.
- **Traits:** Trash talks rival entertainers. Whiny nature.
- **Ideal:** Pain is the price for greatness.
- **Bond:** Mentor never hit it big.
- **Flaw:** Forgets past lovers' names.

PROFICIENCIES & LANGUAGE

Armor: light armor

Weapons: simple weapons, hand crossbow,
longbow, longsword, rapier, shortbow,
shortsword

Tools: musical instrument (bagpipes),
disguise kit, musical instrument (drum),
musical instrument (lute)

Saving Throws: Dexterity, Charisma

Skills: Acrobatics, Arcana, History,
Perception, Performance, Persuasion

Languages: Common, Elvish

RACE

High Elf Traits [PHB p. 23]

- Creature Type: Humanoid (Fey lineage)
- Age: 210 years old
- Medium Size (5' 3", 135 lbs.)
- Darkvision (60 feet)
- Fey Ancestry (vs. charm, no sleep)
- Elf Weapon Training (swords, bows)
- Keen Senses (Perception)
- Trance (4 hrs. as 8 hrs. sleep)
- Cantrip (*Fire Bolt*)

CLASS

Bard Class Features [PHB p. 41]

- Ritual Casting
- Bardic Inspiration (d6) (2 uses per day)

SPELLS

Spellcasting [PHB p. 201]

Spell Attack Modifier +4
Spell Save DC 12

Cantrips Known: *Fire Bolt*, *Prestidigitation*,
Vicious Mockery

Prepared Spells

1st Level (2 slots): *Charm Person*, *Detect
Magic*, *Cure Wounds*

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: leather armor
(AC 11), rapier, dagger, diplomat's pack
(chest, 2 cases for papers, set of fine clothes,
ink bottle, ink pen, lamp, 2 flasks of oil, 5
paper sheets, perfume vial, sealing wax,
soap), belt pouch, set of common clothes, set
of costume clothes, a musical instrument, an
admirer's love letter. (This load is about 76
lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 9 gold pieces (gp); 49 silver
pieces (sp); 14 copper pieces (cp); 3 gems
(worth 10 gp each)